
Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast


Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast


Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast


Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast

Karn Liberated
7
Legendary Planeswalker — Karn
+4: Target player exiles a card from their hand.
−3: Exile target permanent.
−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.
6
333
2XM • EN
M
Mark Tedin
™ & © 2020 Wizards of the Coast